

# Edward Penta

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## EDUCATION

Expected December 2018

**Wentworth Institute of Technology** | Boston, MA

Bachelor of Science in Computer Science

*Related Courses:* Computer Science I, Intro to Networks and Systems, Computer Science II, Object Oriented Programming Java, Computer Architecture, Data Structures, Database Management Systems

## SKILLS

*Languages:* Solidity, C, C++, C#, Java, SQL, PHP, JavaScript, HTML, CSS, Python, Objective-C, Perl, Ruby

*Frameworks:* React, express, AngularJS, Laravel, jQuery, Foundation, Bootstrap, netty.io, Wordpress

*Software:* Visual Studio 2013 - 2015, IntelliJ, Eclipse, Microsoft Office, Git, Android Studio, Wireshark, Gradle

*Operating Systems:* Windows XP, Windows 7/8/10, Linux/Unix, OSX

## EXPERIENCE

**Raytheon** | Billerica, Massachusetts

January 2017 - December 2017

*Cyber Software Engineer Co-Op*

- Programmed in C#/ASP.NET finding UI/UX bugs using unit tests
- Made unit tests using WebDriver for an ASP.NET web application
- Machine Learning Project in Java/Python using TensorFlow

**TECHeGO, LLC** | South Jordan, Utah

May 2015 - August 2015

*PHP Laravel Programmer*

- Programmed and designed web apps in PHP using Laravel and React.
- Develop Sync4Podio project.

## PROJECTS

**Ethereum Card Game**

March 2017

- Programmed in Solidity to create a blackjack betting game
- Solidity/HTML5/CSS/JS
- Programmed both smart contract and frontend

**Xplore**

February 2015

- Developed backend of site using Node.JS and Javascript.
- Express framework used to listen for HTTP requests
- Made for GenTech Hackathon

**Sharp2D**

2014-Present

- Built a C# library adapted for making game prototypes quickly and easily.
- OpenGL and OpenTK was used.
- Team of 2, used Slack for communication and Git for project management.

**JConfig**

August 2015

- Built Java library for creating custom configuration classes that bind to json files.
- Gson was used for serializing and deserializing json files.
- Java reflection was used for dynamically implementing custom config interfaces.

**Project Ghost**

May 2015 - Present

- Developed and managed team for Java based multiplayer game.
- Netty.io for networking over TCP, LibGDX for client-side rendering, MongoDB for server database.
- Team of 5 people, used Slack for communication and Git for project management.

**Taskbar Rave** | Computer Science II

September 2015

- Built C program that analyses music and pulses taskbar color in Windows.